

A B S T R A C T

A method and a system is provided for persistently storing and restoring objects of an object oriented environment established on a computer system having a volatile memory and a persistent storage. Pieces of memory, referred to as segments are allocated in the volatile memory. Then, a first list is created that contains first references to said segments. The segments are further divided into blocks. The blocks are indicated by second references. The second references are stored in a second list. In order to store an object present in the volatile memory, a block is allocated. Then an object description is created by saving the object's values of its variables. After saving the object description in the allocated block, a new element is added to the second list containing the particular reference to said created object description. Then, the references of the object descriptions of all other objects referenced in the present object are determined. These references to other objects are stored in the created object descriptions by setting the address of said referenced object description as the reference in the created object description. Finally, the second list, the segments referenced by the first list and the first list are stored on said persistent storage. (Fig. 3)

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